In the Claims:

All pending claims, whether amended or unamended, are shown hereinbelow:

I CLAIM:

1. (Twice Amended) A three-dimensional maze game in the form of a hand-held toy comprising:

a substantially cubic non-transparent body containing a plurality of intersecting pathways of varying lengths for an object; and

an entrance aperture and one or more exit apertures connecting the pathways;

wherein each intersection formed by the said intersecting pathways is provided with means to bring said object to rest till the toy is tilted and the object follows a vertical pathway that is defined by the tilting of the toy; and

wherein at least one or more pathways lead to at least a blind pathway.

2. (Previously Amended) A three-dimensional maze game according to claim 1, wherein said means is a substantially conical/cuboidal cavity.

3. (Previously Amended) A three-dimensional maze game according to claim 2, wherein said cavity faces the pathway leading to the entrance aperture.

4. (Previously Amended) A three-dimensional maze game according to claim 1, wherein each said pathway leads to three blind pathways and two other pathways leading to the next intersection.

5. (Original) A three-dimensional maze game according to claim 1, wherein the pathways are moulded inside the body.

6. (Previously Amended) A three-dimensional maze game according to claim 1, wherein said body comprises an entrance aperture and a single exit aperture.

7. (Previously Amended) A three-dimensional maze game according to claim 5, wherein said entrance aperture and said exit aperture are located at opposite sides of the body.

8. (Previously Amended) A three-dimensional maze game according to claim 5, wherein said body comprises a bottom plate hinged to said body.

9. (Previously Amended) A three-dimensional maze game according to claim 1, wherein said body comprises an entrance aperture and multiple exit apertures.

10. (Previously Amended) A three-dimensional maze game according to claim 9, wherein one of said multiple aperture is located at the opposite side of the entry aperture and the rest of said multiple apertures are located on the same side of the entry aperture.

11. (Previously Amended) A three-dimensional maze game according to claim 9, wherein said rest of the exit apertures have raised bosses.

12. (Previously Amended) A three-dimensional maze game according to claim 1, wherein said exit aperture comprises two terminals of an electrical circuit.

13. (Previously Amended) A three-dimensional maze game according to claim 12, wherein said electrical circuit comprises a battery and a bulb.

14. (Previously Amended) A three-dimensional maze game according to claim 12, wherein the terminals are adapted such that said bulb glows when the object comes out of the exit aperture.

15. (Previously Amended) A three-dimensional maze game according to claim 1, wherein said toy is made of non-transparent plastic material.

16. (Newly added) A three-dimensional maze game in the form of a hand-held toy comprising:

a substantially cubic non-transparent body containing a plurality of intersecting pathways of varying lengths for an object; and

an entrance aperture and one or more exit apertures connecting the pathways;

wherein each intersection formed by the said intersecting pathways is provided with means to bring said object to rest till the toy is tilted and the object follows a vertical pathway that is defined by the tilting of the toy; and

wherein at least one or more pathways lead to at least a blind pathway;

wherein said exit aperture comprises two terminals of an electrical circuit.

17. (Newly added) A three-dimensional maze game according to claim 1, wherein said body comprises an entrance aperture and multiple exit apertures being strategically placed terminating on the top surface such that the ball can be brought to said top surface simply by shaking the cubes sideways in all directions.